

**What Is Claimed Is:**

5/17 1. A game procedure control method which with at least two game players can engage in competition, using at least two terminal apparatuses connected to a server through a network, comprising the steps of:

storing data relating to an original character trained independently by each game player in a prescribed memory area in said server;

reading out said data relating to the original character of each game player stored in said memory area as character data to be used when a game program is executed;

transmitting control data input by each game player for causing his or her own original character to move on monitor screen of each terminal apparatus, to terminal apparatus of a game player that is a competing opponent via said server; and

causing the original character of said opponent to move, in correspondence with control data, on monitor screen of each terminal apparatus, using control data transmitted from said server.

2. The game procedure control method according to claim 1, wherein said game program is stored in said server, and downloaded to terminal apparatuses of said game players and executed.

3. The game procedure control method according to claim 1, wherein said game program is recorded in a memory medium, and installed in terminal apparatuses of said game players and executed.

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4. The game procedure control method according to claim 1, wherein said original characters trained independently by said game players are ranked according to levels thereof, and competition with another game player is made possible only when said original characters have attained a certain rank or above.

5. The game procedure control method according to claim 4, wherein competition is made possible only with a game player having an original character ranked within a prescribed range, according to ranks of original characters trained independently by said game players.

6. The game procedure control method according to claim 1, wherein each game player trains a plurality of original characters, and teams made up of these pluralities of original characters are caused to compete with each other.

7. The game procedure control method according to claim 1, wherein a team is made up of a plurality of original characters trained by pluralities of game players, and teams made up in same way are caused to compete.

8. The game procedure control method according to claim 1, wherein said server is provided with a message board page capable of being accessed at will by said game players, so that said game players are able to at least record, in said message board page, either their wish to compete in a game or consent to compete.

9. The game procedure control method according to claim 1, wherein same screen is displayed on monitor screens of said terminal apparatuses of said game players.

10. The game procedure control method according to claim 1, wherein game images from a camera perspective established in correspondence with the original character of each game player are displayed on monitor screen of the terminal apparatus of each game player.

11. The game procedure control method according to claim 1, wherein passage of time on said server is monitored, and data on said server change irrespective of whether or not game players participate in games.

12. The game procedure control method according to claim 11, wherein, in said data on said server, data relating to ages of original characters change.

13. A game system comprising:  
a server for storing data relating to original characters trained independently by game players, said data being character data used for a game program which enables competition between at least two game players; and  
a plurality of terminal apparatuses, each of which is capable of being connected to said server through a network, comprises a control unit manipulated by said game player, and is capable both of storing data relating to said original character.

in said server and of reading out data relating to said original character when said game program is executed.

14. The game system according to claim 13, wherein said game program is stored in said server, and downloaded to terminal apparatuses of said game players and executed.

15. The game system according to claim 13, wherein said game program is recorded in a memory medium, and installed in terminal apparatuses of said game players to be executed thereby.

16. A server, which is accessible from terminal apparatuses operated by game players through a network; and which stores data relating to original characters trained independently by said game players, said data being character data used for a game program which enables competition between at least two game players.

17. The server according to claim 16, wherein said server also stores a game program that is downloaded to and executed by terminal apparatuses of said game players.